FREE! STC TATTOOS FOR A COOL NEW YOU!

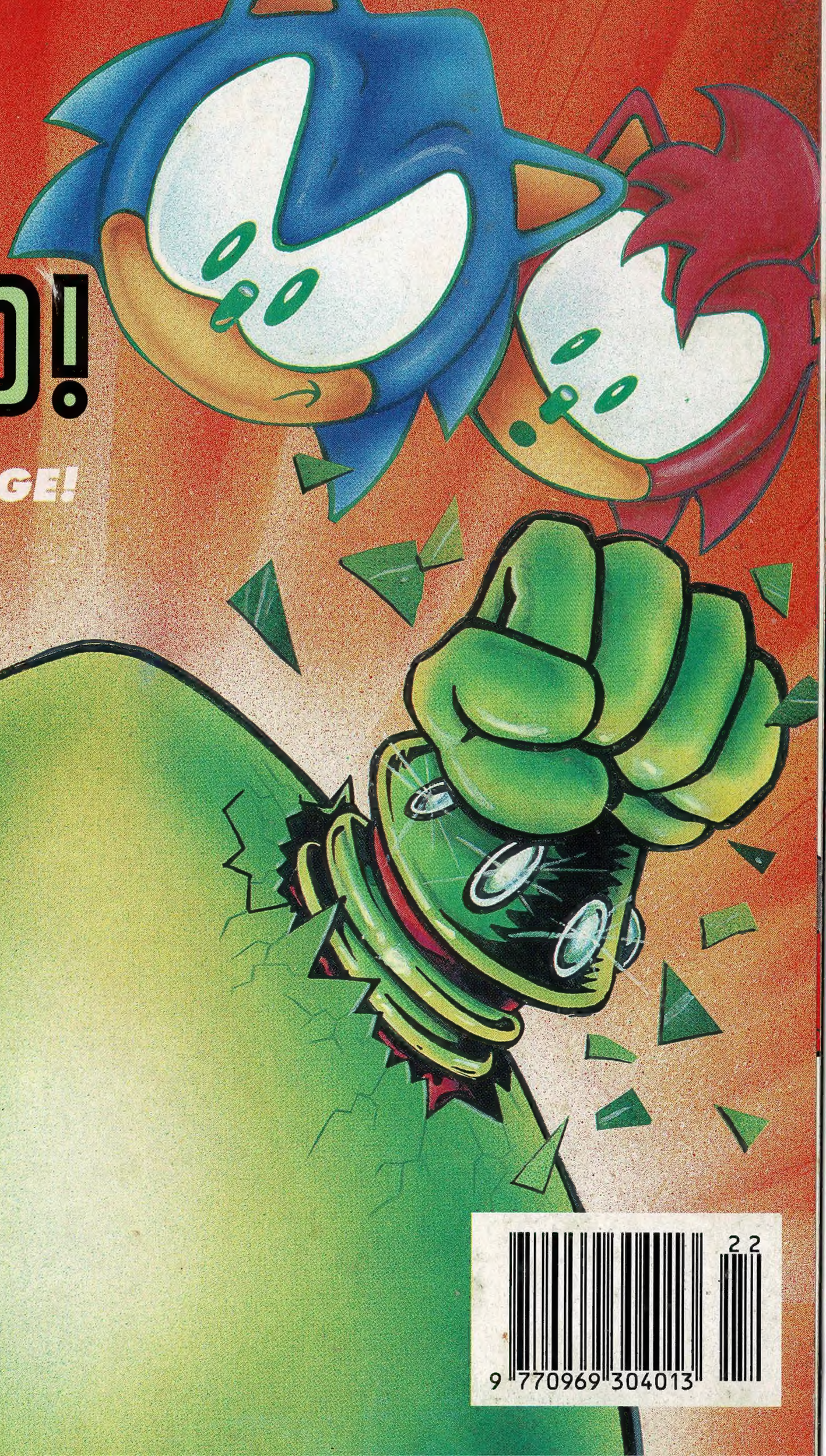
No. 22 April 1st 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

sonic the comic

starring SONIC THE HEDGEHOG

CRACKED!

ROBOTNIK's BIG CHANGE!



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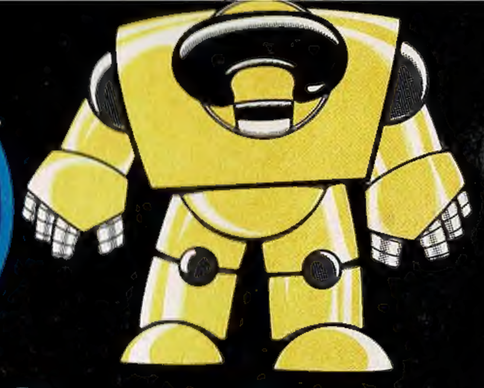
CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Don't be fooled! This issue's cover date may make you think you're in for a big wind up but you're not. No siree bob, STC is serious... serious about bringing you another totally nerve-shattering issue of the U.K.'s Top Video Game Comic!

For starters we've got our coolest free gift yet - tattoos to mark you out from the crowd as a Sega maniac and STC Boomer! They're temporary, they're safe and they tell the world you're not someone to be messed with!

Check out Doctor Robotnik's 'new look' opposite. Who's he kidding? Do you think he looks more 'impressive'? Let STC know.

Wonder Boy returns for a whole new series and a whole new world - 'Ghost World'. Imagine *Jurassic Park* meets *Ghostbusters* and you won't even be close to the problems Shion will be facing!

Storming newagents everywhere is STC's new **Eternal Champions Special**. It contains three new strips - including the origin of The Champs - plus profiles, a list of every game move for every character - and more! It's the ultimate for any true fan of Sega's trans-time superteam.

And finally, it has been announced that Sonic The Hedgehog will soon be appearing in a big budget, live action Hollywood movie. Major stars like Tom Cruise, Jack Nicholson and Dustin Hoffman are reportedly so keen to get the starring role that they have dyed themselves blue and stuck spikes on their heads! *April Fool!

Megadroid

* That last paragraph should only be read before noon on April 1st, otherwise I'll look like a total fool. Now we can't have that, can we Boomers? Er, I said...

Total Coolness With STC's TTC*

*Titanic Tattoo Collection!

Mark yourself out from the crowd with the **Titanic Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K's top-selling video game comic - STC. Designed to let you show off that you're an STC Boomer, a Sega player and a major Sonic fan - all in one!

HOW TO USE YOUR STC TATTOOS:-

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth, continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin. If not re-wet the backing paper and press down again.
6. Once the backing paper is removed - you're Titanic Tattooed!
7. Repeat steps 1 - 6 for each tattoo required.

HOW TO REMOVE:-

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

PLEASE NOTE:-

These tattoos are safe, non-toxic and **easily removed.** Real tattoos are not. They can permanently mark you and lead to all kinds of skin problems. For this reason if you like the look of tattoos, stick to removable ones only - they are fun and harmless. You know it makes sense.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	ALADDIN
2	—	SENSIBLE SOCCER
3	new	ETERNAL CHAMPIONS
4	▼	SONIC SPINBALL
5	▲	MORTAL KOMBAT
6	▼	STREETFIGHTER 2 CHAMP ED.
7	new	WINTER OLYMPICS
8	—	JUNGLE STRIKE
9	▼	TOE JAM & EARL 2
10	▼	ZOMBIES

MEGA CD

1	—	LETHAL ENFORCERS
2	▲	SONIC CD
3	▲	THUNDERHAWK
4	▼	NIGHT TRAP
5	—	SILPHEED
6	▲	WONDER DOG
7	—	ECCO THE DOLPHIN
8	—	SEWER SHARK
9	▲	FINAL FIGHT
10	▼	BATMAN RETURNS

MASTER SYSTEM

1	—	SONIC CHAOS
2	▲	JUNGLE BOOK
3	RE	ALIEN 3
4	new	SPIDER-MAN
5	▼	MORTAL KOMBAT
6	▼	DESERT STRIKE
7	new	PGA TOUR GOLF
8	RE	CALIFORNIA GAMES
9	▼	OLYMPIC GOLD
10	RE	TECMO WORLD

GAME GEAR

1	▲	SONIC CHAOS
2	▼	DESERT STRIKE
3	RE	OLYMPIC GOLD
4	▲	F1
5	▼	BATMAN RETURNS
6	▼	JUNGLE BOOK
7	new	COOL SPOT
8	RE	MORTAL KOMBAT
9	new	WINTER OLYMPICS
10	▼	SHINOBI 2

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Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Varnicoat Ltd., Pershore. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

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Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel. 0895 444055. Advertising enquiries: Tom Glenister, Te: 071-344 6410. ISSN 0969 3041.

THE SPECIAL ZONE: LOCATION OF DOCTOR ROBOTNIK'S CURRENT BASE OF OPERATIONS.

A SHORT TIME AGO DOCTOR ROBOTNIK ENCASED HIMSELF IN A GIANT EGG SHELL.

KRAK!

NOW SOMETHING STIRS...

KRAK!

DOCTOR ROBOTNIK HAS CHANGED!

I FEEL DIFFERENT... MORE POWERFUL ... MORE DEADLY... MORE ROTTEN THAN EVER!

Sonic THE HEDGEHOG

GIRL TROUBLE PART 2

Script: Nigel Kitching **Art:** Richard Elson **Lettering:** Ellie de'Ville

THIS *HAS* BEEN A REWARDING DAY'S WORK! *SONIC, JOHNNY LIGHTFOOT* AND *AMY ROSE* ARE ALL MY *PRISONERS!*

DOCTOR ROBOTNIK IS GOING TO BE *SO* PLEASED!

MY DEAR SWEET SONIC CAME TO RESCUE *ME* AND HE'S *NEVER* FAILED YET!

SUCH *LOYALTY!* HOW TOUCHING. BUT I'M AFRAID YOUR BOYFRIEND'S RESCUING DAYS ARE OVER!

LISTEN, *GRIMER!* SHE IS *NOT* MY GIRLFRIEND! I DON'T EVEN LIKE THE SILLY GIR ...

... AND SINCE SHE MEANS *NOTHING* TO YOU I MIGHT AS WELL LET HER GO, I SUPPOSE?

COME ON, YOU DON'T *REALLY* EXPECT ME TO FALL FOR *THAT*, DO YOU?

HOW CAN ANYBODY BELIEVE I'D GO OUT WITH SOMEBODY LIKE *HER!* SHE'S NOTHING BUT *TROUBLE!*

SONIC, MAYBE WE CAN CONTINUE THIS *AFTER* THE ESCAPE, HUH?

NOBODY WILL BE DOING *ANY* ESCAPING TODAY, RABBIT, *NOBODY!*

DOCTOR ROBOTNIK?

HEY, WHAT HAPPENED TO *YOU*, EGG BREATH? YOU GOTTA STOP TAKIN' THOSE *UGLY* PILLS!

YOU WILL RESPECT ME, YOU BLUE PINCUSHION!

IN A FEW MINUTES ALL THREE OF YOU WILL BE CONVERTED INTO ONE OF MY NEW *SUPER BADNIKS...*

... AND ONCE THE TRANSFORMATION IS COMPLETE, YOU CAN NEVER CHANGE BACK.. *HA HA HA HA HA!*

PUSH, JOHNNY! WE'VE BEEN TRAPPED IN THIS OVERGROWN SOAP BUBBLE LONG ENOUGH!

WHAT GOOD WILL THAT DO, SONIC?

WATCH THE MASTER— AND *LEARN!*

BDDOING!

EVER TRIED TEN PIN BOWLING, JOHNNY?

SONIC? YOU'RE NOT SERIOUS!

STTEERIKE!

YAAAA!

KRAASSH!

URP! S-SONIC! I THINK I'M GOING TO BE ILL!

SOMEBODY... GET THEM!

I'LL STOP THEM!

NO! DON'T SHOOT, YOU IDIOT!

B-DOOM!

WOW! COOL!

YARRGH!

YOU OKAY, DUDE?

I WILL BE WHEN MY HEAD STOPS SPINNING...

HELP!

QUICKLY, GET ME OUT OF HERE!

I CAN FEEL THE BADNIK PROGRAM TRYING TO TAKE OVER MY MIND!

QUICK SONIC, *DO SOMETHING!* AMY HASN'T GOT MUCH TIME LEFT!

DO WE *HAVE* TO? I MEAN, COULDN'T WE JUST *PRETEND* THAT WE NEVER SAW HER?

SONIC!

C'MON, I WAS ONLY *KIDDING!*

NOW STAND BACK WHILE I BOP-A-BADNIK!

K-DANG!

SUPER SPIN-ATTACK!

I'M FREE!

DON'T REMIND ME!

HOLD ON!

THEY'RE GETTING AWAY...

SOMEBODY STOP THEM! STOP! STOP... SOMEBODY... GETTING AWAY...

SOMEBODY...

I SAID 'DON'T SHOOT'...

AND I MEANT...

...DON'T SHOOT!

DONK!

B-DANK!

B-DUNK!

DO MY EYES DECEIVE ME OR ARE YOU SMASHING THE LAST BADNIK THAT COULD HAVE CAUGHT SONIC?

ER... I... GOT A LITTLE CARRIED AWAY!

CARRIED AWAY? CARRIED AWAY!

WHEN I'M FINISHED WITH YOU, YOU'LL NEED TO BE CARRIED AWAY!

BACK AT SONIC'S UNDERGROUND BASE...

AMY'S GOING TO HAVE TO JOIN US, SONIC. NOW THAT ROBOTNIK THINKS SHE'S YOUR GIRLFRIEND, SHE'S NOT SAFE IN THE VILLAGE.

OKAY, BUT GET THIS STRAIGHT AMY, YOU ARE NOT MY GIRL-FRIEND!

ALL RIGHT SONIC, IF YOU SAY SO... I'M NOT YOUR GIRLFRIEND...

NOT YET, ANYWAY!

ELSEWHERE, DARK DEEDS ARE BEING HATCHED.

THE FINAL TESTS ARE POSITIVE, DOCTOR ROBOTNIK!

YES! EVEN SONIC WILL BE NO MATCH FOR...

"OPERATION METALLIX!"

NEXT ISSUE: MEET CAPTAIN PLUNDER!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Jenny Fromer/Nick Protz & David Gibbon.

Mega Drive | Mega CD | Master System | Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

WINTER OLYMPICS

game type: SPORTS SIMULATION
1-4 PLAYERS

Welcome to the 1994 Winter Olympics in Lillehammer, made up of 10 events of alpine endurance and speed. Your mission (should you choose to accept), is to compete against top athletes from around the world. To begin, you can elect to enter all 10 events, or a select few, which range from downhill skiing to the bobsleigh.

This cart is so dated that to compare it to other sims one would have to go back five years to the likes of *California Games* and *Track and Field*. Back to the future, and there is very little improvement.

For a start, the downhill and slalom courses are way too similar and leave no room for error. Perspective and graphics are truly 8-bit. There is no feeling of speed and you come upon emerging screens sight unseen which makes it all but impossible to line up for approaching obstacles. The bobsleigh and luge run on exactly the same course, which makes for exactly the same race. While the biathlon and moguls are not for gamers with arthritic finger joints.

The main problem is the method of control - it differs from one event to the next - which includes much button tapping and waggling of the joypad. Using a souped-up joystick with turbo buttons might make this game slightly easier. Either way though, it's not exciting enough to hold the attention of most players for long.

That said, there is a modicum of fun to be had from the ski jump (the control functions are better placed), and the 1-4 player option which lets you ignore the computer and take on your friends. The graphics are at their best during the opening and closing ceremonies, but odds are you'll opt to scan quickly through these.

It's a shame **Winter Olympics** isn't a better game. It's timely release points to the untapped potential. In the end only hard-core sports fans will get anything much from the experience.
- JF/NP

FAST FAX

PUBLISHER: US GOLD
PRICE: £44.99

GRAPHICS: 70
SOUND: 70
PLAYABILITY: 65

RAVES
Some fun to be had from the more-than-one player mode.

GRAVES
Difficult, repetitive and uninvolving.

OVERALL: 68%

DINO BASHER

game type: PLATFORM
1-2 PLAYERS

If you've ever fancied living in the Stone Age and hitting Dinosaurs over the head all day, then you just might enjoy this new release from Codemasters.

In **Dino Basher**, you take the part of the infamous Bignose the Caveman, and the idea is to get through four islands, collecting bones and rocks, to help Bignose catch his dinner (a bit like going to your local supermarket really!).

The game is a basic platform romp where you start with three lives and a club. From here, you must complete each level on the island within a set time limit or lose a life. There are a number of rocks lying around the place which, when hit, will reveal a surprise. This can be anything from extra bones to something deadly. The bones come in very handy as these can be traded in at a shop. Three lanes will appear after 2-3 levels on each island, each one leading to a different shop. Entering one will allow you to buy such things as a more powerful club or an extra life to various magic spells.

After completing each level you'll have travelled through a mile of the island. Most islands consist of 4-5 miles (or levels). A boss or two will need to be confronted on each island, but these are very easy to defeat. Just keep throwing rocks and jump over their

JUNGLE BOOK

game type: PLATFORM
1 PLAYER

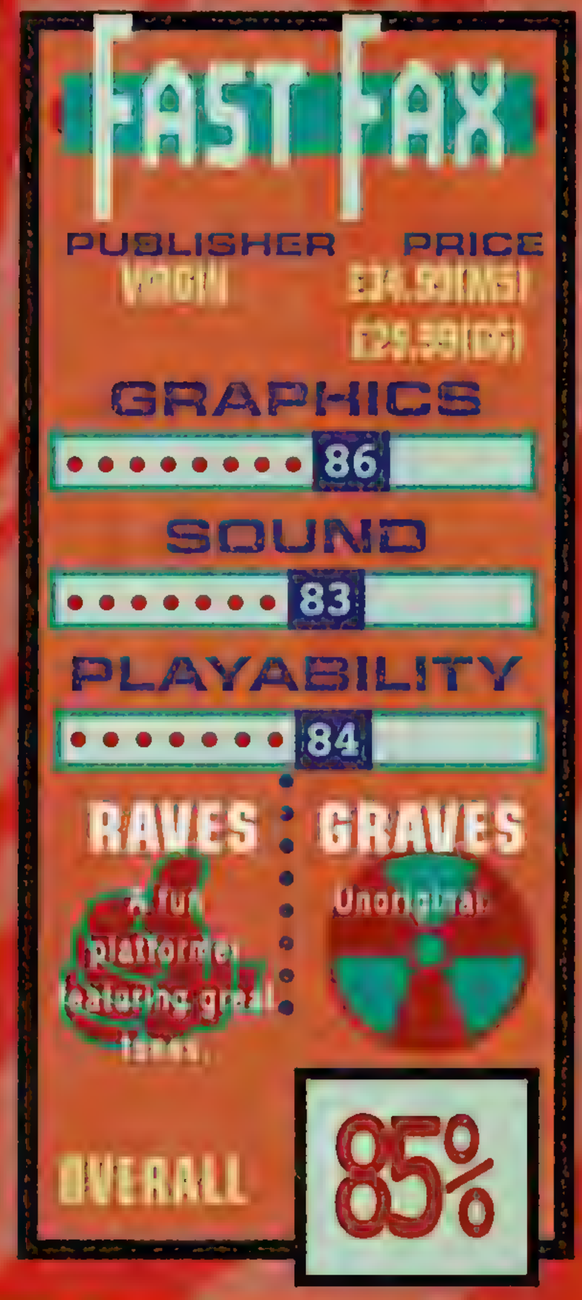
MS GG

So, the Walt Disney team are gifted with producing superb animated films with Academy Award-winning songs that continue to make money year after year. Sickening, isn't it!

One of Walt's greats was Jungle Book, a film featuring (amongst others) a bear, a tiger, a snake and a young chap called Mowgli. In the game of the movie you take the part of this athletic mini-lad, and the object is to get through the jungle to reach the village. On your travels you collect gems, track down Bagheera (the panther), and defeat Shere Khan (the tiger) along the way.

Jungle Book is comprised of 11 levels; each one ranging from simply collecting stuff gone to leaping across a river with the aid of various objects, in order to reach Bagheera. The game is a typical platform affair with Mowgli jumping across rocks, swinging on vines, etc. Energy is depleted each time you are hit by a 'nasty' (of which there are several), including snakes and monkeys. Each level must be completed within nine minutes or you lose a life.

Both the graphics and music in **Jungle Book** are above standard; tunes include the great 'Bare Necessities', which certainly adds to the enjoyment. The game does, however, lack real depth, but on the plus side there is loads of fun to be had (the most important factor), and there is enough variety to keep you coming back for more. If you are into lovely platformers then check this out. - DS



artillery to win. However, if you touch anything nasty before meeting the boss you'll lose all your rocks and will only be able to fight with your club; this makes the boss very hard!

Dino Basher is a very nice, all be it average, platform game. Once you get hooked on the game, you'll stay hooked until you complete it. - DG

ETERNAL CHAMPIONS

BREAK LOOSE!

OUT OF THE GAME AND INTO THEIR OWN SPECIAL, SEGA'S HOTTEST FIGHTING TEAM ARE ON THE MOVE!

48 ACTION-PACKED PAGES:-

- **3 SIZZLING NEW COMIC STRIPS**
- **EVERY (AND WE MEAN EVERY) MOVE LISTED!**
- **FULL STATS ON EACH CHAMPION!**
- **HOW THE GAME WAS CREATED!**

ETERNAL CHAMPIONS SPECIAL

KICKIN' IT AT YOUR LOCAL NEWSIE

NOW!

£1.75

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THE ETERNAL CHAMPIONS

PART 4

SCRIPT: MICHAEL COOK
ART: BRIAN WILLIAMSON, RAMOS GEORGIOU & JOHN M. BURNS
LETTERING: STEVE POTTER

THE CYBER-DOME, 2345. SIX ETERNAL CHAMPIONS, MISTAKEN FOR FIRST-TIME CYBERFIGHTERS, MUST BATTLE EACH OTHER AS THEY SEEK THEIR ESCAPE.

AIR-SWEEP!

SORRY, JETTA. GOTTA MAKE THIS LOOK AS REAL AS POSSIBLE WHILE RAX WORKS OUT A WAY TO GET US OUT OF HERE.

AKK!

I UNDERSTAND, LARCEN.

WHA..?

OK, TOOTS. HOLD STILL WHILE I *FINISH* THE JOB.

IN YOUR TIME YOU BELIEVED WOMEN WERE THE INFERIOR SEX, YES?

GAKK! HEY! EASY!

BUT THIS IS THE FUTURE. LET ME SHOW YOU JUST WHAT *THIS LADY* CAN DO.

AGGH!

TOKYO, 1994. SHADOW, SLASH AND BLADE ESCAPE INTO THE VAST NAKANO INDUSTRIES COMPLEX.

NOW WE'RE FREE, WE HAVE THE CHANCE TO STOP NAKANO DEVELOPING *BIO-KEY TECHNOLOGY.*

PZAAP!

PZAAP!

STOP!

IT IS NOT SO SIMPLE. NAKANO HAS *MANY* SECRETS TO HIDE.

THOUGH THEY SHALL NOT STAY SECRET FOR LONG.

EEARGH!

OOOF!

COMPUTER OPERATIONS

LOOKS LIKE YOU'RE RIGHT, SHADOW. WE'VE REACHED 'SECRETS CENTRAL'!

NAKANO'S GOT THE BIO-KEY PLANS STORED SOMEWHERE IN THESE DATABANKS. WE'VE JUST GOT TO FIND OUT WHAT HE PLANS TO DO WITH THEM.

NO! THE ALARMS WILL SUMMON THE GUARDS.

ZZSHKKK!

SORRY, GUYS. GOT TO GET THAT INFORMATION.

ANYONE TRIES TO GET CLOSE, SLASH, YOU KNOW WHAT TO DO.

HURR! HURR! CLUB! CLUB!

ACCESS ALLOWED

CYBER-DOME.

THIS PLEXI-GLASS AIN'T SO THICK. WE CAN SMASH OUR WAY OUT.

QUIT WHINING, TYLER. JUST BECAUSE YOU *LOST*.

OK, OK, SO I'M WORRIED. THIS IS A TOURNAMENT TO THE DEATH, RIGHT? I DIED *ONCE* ALREADY AND I *DIDN'T* LIKE IT.

COOL IT. THEY DON'T EXECUTE THE LOSERS UNTIL AFTER THE FINAL BOUT. I'LL FIGURE A PLAN OUT BEFORE THEN.

"THEN YOU BETTER THINK FAST. FROM THE LOOKS OF XAVIER – THIS BATTLES FINISHING."

KEEP STILL, WIZARD, WHILST YOU FEIGN DEFEAT. THE CROWD WILL NEVER BELIEVE THE VICTORY OF SCIENCE BY MAGIC.

YOU DOUBT THE POWER OF *MAGICK*, VAMPIRE? 'TIS MORE THAN MERE ILLUSION!

ARRGGH!

OK, TRIDENT. KEEP IT GENTLE. I GOT ME A PLAN.

A SON OF ATLANTIS WILL ALWAYS FIND IT HARD TO PULL PUNCHES IN BATTLE. BUT FOR THE GOOD OF THE CHAMPIONS I WILL AGREE.

HEY! *LOOK!* RAX COSWELL'S BACK WITH THE ROOKIES. BET HE CAN'T KEEP UP WITH THE GREEN GUY!

HEY! *WHO* CAN'T!

CYBER-PUNCH!

WHA..!

BAH! I SHOULD EXPECT SUCH TREACHERY FROM A LAND-DWELLER.

HOLD IT, FISH-FACE. JUST DISTRACTING THE GUARDS UNTIL I CAN GET TO...

...THIS!

WE'RE FREE!

GRAB THEIR GUNS AND HEAD FOR THE AMMO STORE.

TRIDENT STILL OWES YOU FOR YOUR TRICKERY.

NO TIME FOR THAT. WE GOTTA GET THAT AMMUNITION AND FREE SHADOW.

GUARDS AREN'T THE ONLY PEOPLE YOU'VE GOT TO BEAT, IMPOSTERS.

WHO..?

YOU JUST STOLE OUR CHANCE IN THE 'DOME.

SO LET'S SEE HOW YOU MATCH UP TO A REAL CYBER-TEAM!

NEXT ISSUE : THERE'S NO PLACE LIKE DOME

NEWS Zone

ALL THE HITS AND MORE!

Stack 'em high in the Mega Drive Jukebox

Latest wonder widget to drool over for the style-conscious Sega player (with plenty of dosh!) is the **Video Jukebox**.

The **VJ-S** (to its friends) is a peripheral device that can take up to six Mega Drive carts at a time. Simply connect it to your Mega Drive and switch from one game to another at the press of a button. No more getting out of your chair and wrestling with those pesky carts - your six favourite games are 'on tap' whenever you need them.

For truly dedicated gameplayer several **VJ-S** units can be daisy-chained together offering prospects of 12, 18, 24 or more game carts being instantly accessible.

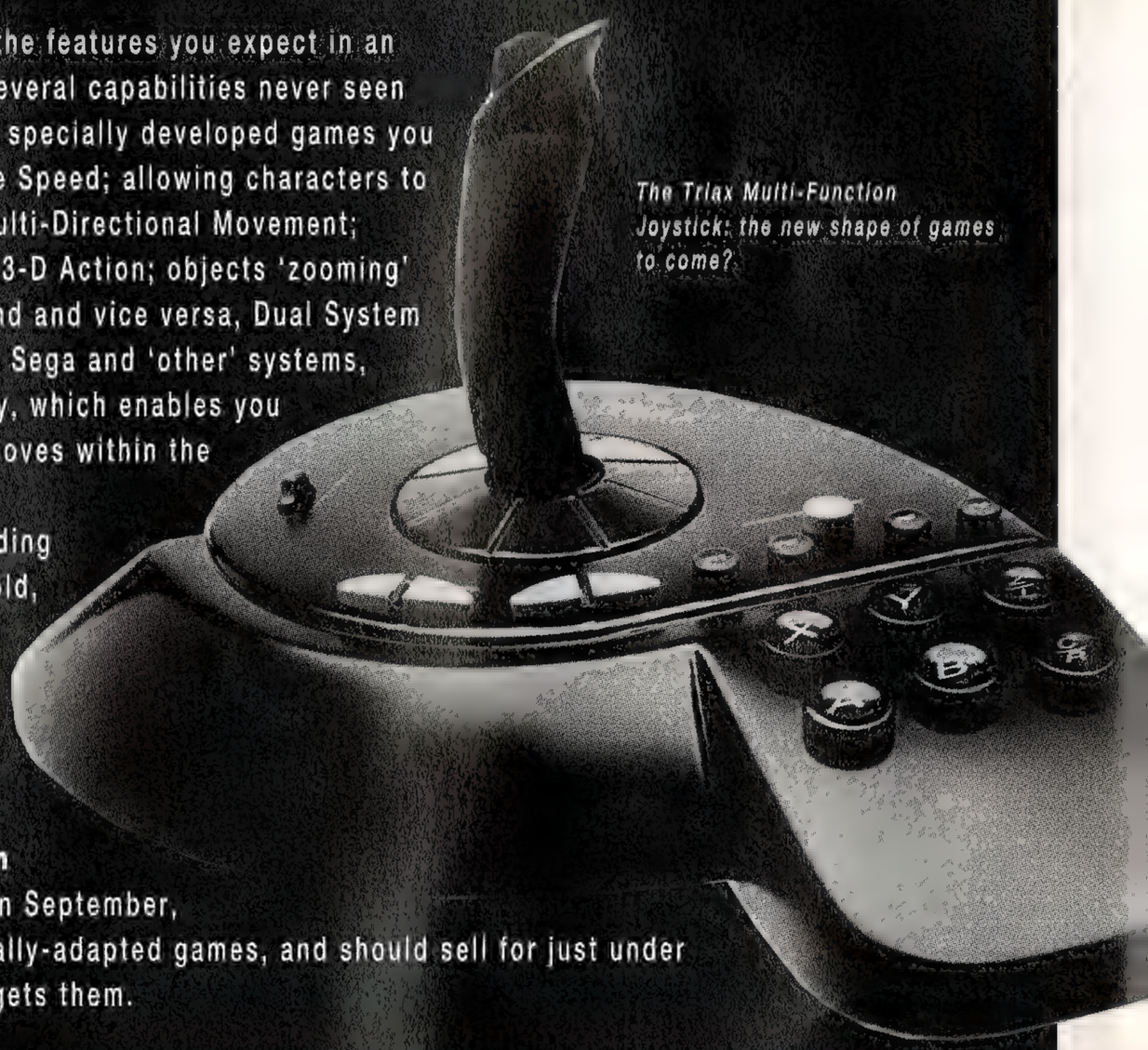
Although currently being used in shops and stores for primarily demonstration purposes, the **Video Jukebox** will be on sale to the general public. Hornby Hobbies. the *Game Genie* folk, will be distributing the **VJ** in this country. They hope to have the **VJ-S** on sale by June at the latest. The price has yet to be confimed but is expected to be in the £45.00-£50.00 region. Get ready to stack those carts!

JOYSTICK TO BECOME MAJOR PLAYER

'Wonder' joystick brings in new styles of gameplay

Most joysticks - although boasting of special 'features' - don't really alter the way a game is played. However, get ready for a gaming 'revolution' when the **Triax Multi-Function Joystick** hits the market later this year.

The new joystick, with all the features you expect in an advanced controller, offers several capabilities never seen before in such a device. With specially developed games you get features such as: Variable Speed; allowing characters to move slow, normal or fast, Multi-Directional Movement; objects moving at any angle, 3-D Action; objects 'zooming' from background to foreground and vice versa, Dual System Capability; compatibility with Sega and 'other' systems, and Patented Programmability, which enables you to store special or multiple moves within the controller.



The Triax Multi-Function Joystick: the new shape of games to come?

Top software houses including Electronic Arts, Virgin, US Gold, Ocean, Tengen and Sunsoft are already working on games that will support the **Multi-Function Joystick's** revolutionary new options.

The **Triax Multi-Function Joystick** will hit UK shores in September, along with some of the specially-adapted games, and should sell for just under £45.00. More details as STC gets them.

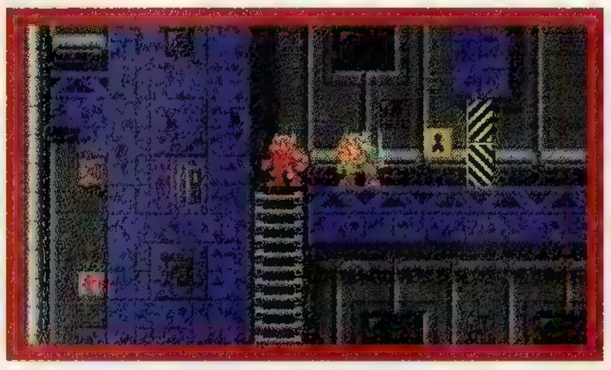
The **Video Jukebox**: all your favourite games on tap.

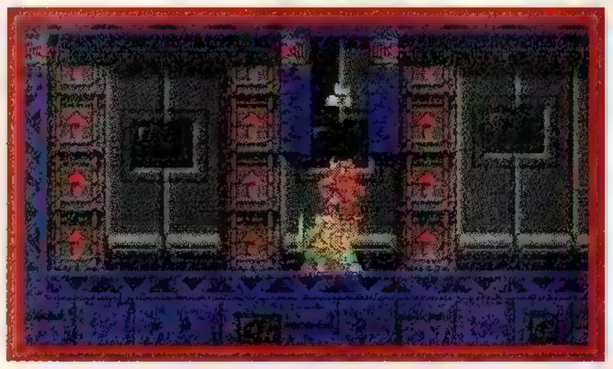
WE THREE VIKINGS

The Lost Vikings turn up on the Mega Drive

The **Lost Vikings**; Olaf The Stout, Erik The Swift and Baleog The Brave, have been kidnapped by an alien zoo-keeper called Tomator. In their attempt to escape, the trio end up on a dangerous journey through 41 levels spread across five time zones.

To complete a platform and peril-packed level, Olaf, Erik and Baleog have to make the most of their special abilities whilst working together. For example, Erik is not only fleet of foot, he's the only character who can jump and Olaf's multi-functional shield makes a handy platform (and a 'parachute' for that matter). Baleog has a sword and a bow with arrows which he can use to shoot and activate switches from a distance.





Interplay's computer versions of the **Lost Vikings** picked up a strong cult following when they appeared last year, and Virgin's improved Mega Drive conversion (with a better control system and more levels) is likely to do the same when it's released in April.

Incidentally, work on a sequel is coming to a close, but don't expect to see anything on the Mega Drive until 1995.

NOT THE NORMY

Normy, from Electronic Arts, is a side-scrolling comical platform game available on the Sega Mega Drive.

Star of the show Normy works part-time for a law firm named Push, Down & Turn, and he has the unenviable job of delivering summons' to a selection of strange characters who dwell in different era's (starting from prehistoric time). Each level of the game contains a variety of wacky characters such as cave-dwelling punks who spend their time spray-painting. Normy is able to gain extra lives by collecting such items as Dr Bland Cream Soda and bandages. If, however, Normy runs out of lives, he is given his marching orders by his employer.

Normy, which was released in March, is from the same producer as *Toe Jam & Earl* and costs £44.99.

NEWS

SHORT BURSTS

RACE FOR THE MEGA-CD

Quality games are at last beginning to appear for the Mega-CD. The latest is Mindscape's **Mega Race.** It's a racing simulation, set in the future and developed by French team Cryo. The scenery and vehicles have been designed on high-powered graphics computers and successfully cut-down and converted to the Mega-CD format. The results are undeniably pretty, unlike any other Mega Drive or Mega-CD racing title to date, but we won't find out until May how it plays.

MORE SPORT FROM SENSIBLE

Sensible Golf - the follow-up of sorts to *Sensible Soccer* - has been signed up by Virgin Interactive Entertainment. Sensible Software are creating **Golf** on the Amiga computer first, but given the success of *Sensible Soccer* for the Mega Drive, the team are keen to convert it to our favourite console (but don't expect it until at least the beginning of 1995). Fingers crossed.

SPOT THE COOL STAR

Cool Spot, the cool, em . . . spot who starred in - eh - *Cool Spot* (from Virgin) will be returning to your Mega Drives at the end of this year in a new caper called **Spot Goes To Hollywood**. All that's known so far is that it's going to be a different kettle of fish from before. Stay tuned to this channel for further details.

DON'T KISS JUST TALK

By now, most (all?) of you should be aware of the eagerly awaited **Sonic 3**, *which is now on sale. However, how many of you hard-nosed Boomers have spotted the pop group Right Said Fred in Sega's recently launched Pirate TV advertisements?*

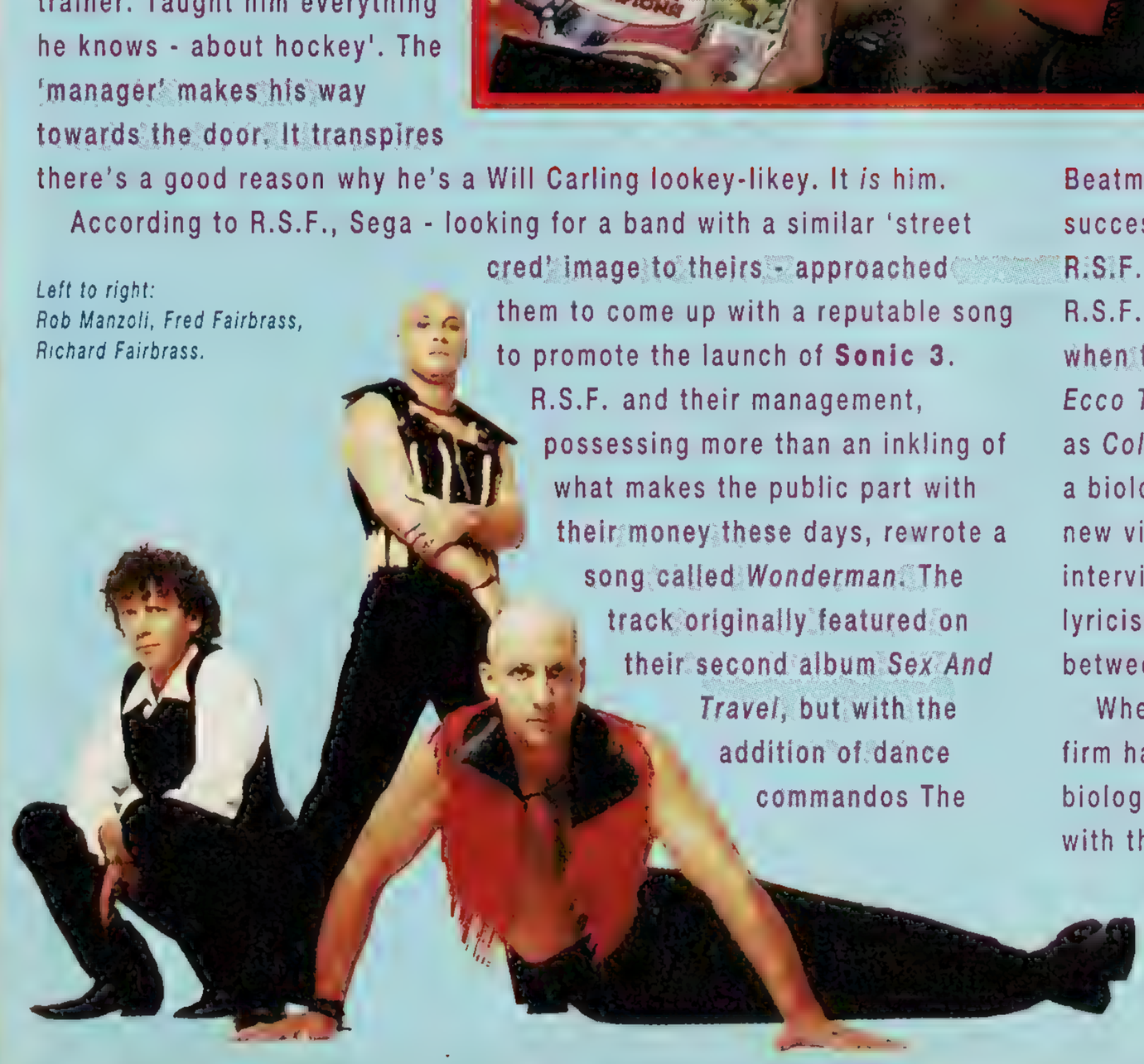
STC was commanded to meet the band and Deborah Tate was sent to find out their preferences... for hair remover and video games.

INTERVIEW BY DEBORAH TATE ■ PHOTOGRAPH BY STEVE COOK

Right Said Fred join the likes of the Clash's Joe Strummer and Paul Simeon (ask your mum or dad!) as musicians who are partial to a bit of software.

I arrive to find Right Said Fred, the band who have shared equal success at home and abroad with hits like *I'm Too Sexy* and *Deeply Dippy*, signing photographs. Someone, who I assume must be their manager (and who bears an uncanny resemblance to England Rugby Captain Will Carling), is standing beside lead singer, Richard Fairbrass: 'I'm his personal fitness trainer. Taught him everything he knows - about hockey'. The 'manager' makes his way towards the door. It transpires there's a good reason why he's a Will Carling lookey-likey. It *is* him.

According to R.S.F., Sega - looking for a band with a similar 'street cred' image to theirs - approached them to come up with a reputable song to promote the launch of **Sonic 3**.



Left to right: Rob Manzoli, Fred Fairbrass, Richard Fairbrass.

R.S.F. and their management, possessing more than an inkling of what makes the public part with their money these days, rewrote a song called *Wonderman*. The track originally featured on their second album *Sex And Travel*, but with the addition of dance commandos The Beatmasters, *Wonderman* Mark II (released on 7th March) has successfully steered clear of becoming another jingle-single, offering R.S.F. further success with their first release this year.

R.S.F. reveal that they succumb to the pleasures of playing video games when travelling and have a preference at the moment for: *Cool Spot*, *Ecco The Dolphin*, *PGA Tour Golf*, *Sonic 2*, and most puzzle games, such as *Columns*. The topic of conversation switches to what sounds more like a biology lesson than a promotion for their single. 'Symbiosis?' Is that a new video game? I later discover that Richard used to get nervous doing interviews. He obviously shook this off a while back. Fred Fairbrass (the lyricist with the sense of humour) suggests that the collaboration between video gamers and the music industry is a natural marriage.

When STC's brief photo-shoot is over the Fairbrass brothers offer a firm handshake as they rush off. Meanwhile, continuing in the vein of the biology lesson, guitarist Rob Manzoli shows us a photo or two of a fan with the band's name tattooed on her anatomy. Hope she looks out for the free gift in this issue. Forget the Braun trimmer, it's only a matter of time before the latest rock and roll accessory becomes a Sonic tattoo transfer!

"This is what platform games should be about... amazingly good fun."
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RBA boasts some of the best graphics I've ever seen."
Nintendo Magazine System 91%

"Challenging, playable and utterly hatstand.
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great to play and bags of fun. Buy it"
Total! 90%

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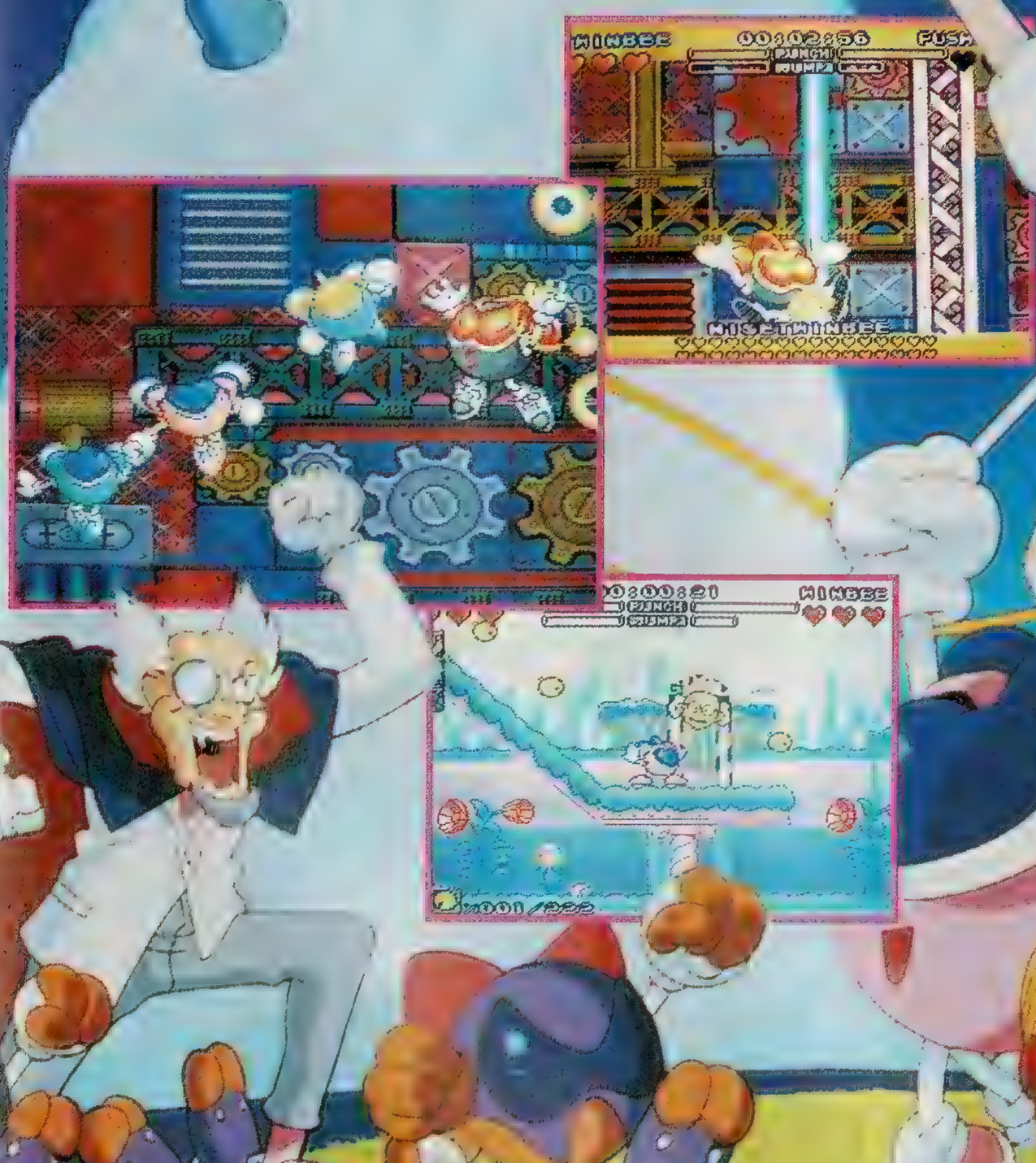

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NINJA MASTER JOE MUSASHI HAS COME HERE LOOKING FOR THE KIDNAPPED NAOKO, AND FOUND ONLY DANGER.

Shinobi

The ART OF WAR Part 4

THERE IS ONLY ONE STRATEGY THAT WILL GET ME OUT OF THIS ...

SNIK

SNIK

THEY MUST HAVE ORDERS TO TAKE ME ALIVE, OR THEY'D HAVE CUT THE CABLE ABOVE ME.

NO...

SHOK!

NOOOO!

KKRUNG!

MOUNT HOTAKA, FIVE YEARS EARLIER.

MY SENSEI WAS NOT SAMURAI, BUT A *PEASANT*, A FARMER. HE WAS NOT BORN TO BUSHIDO, THE WARRIOR'S WAY, AND WAS NOT *HAMPERED* BY ITS *CONSTRICTIONS*.

"HIS FAVOURITE TECHNIQUE WAS SOMETHING HE CALLED 'THE CHICKEN STEP'."

"MY SENSEI REASONED THAT IT DID NOT MATTER WHAT AN ENEMY MIGHT THINK OF YOU..."

YOU, PEASANT. WHY DO YOU CARRY A SWORD AGAINST THE LAWS OF THE SON OF HEAVEN?

RUN, WILL YOU, DOG?

"SO HE WOULD CONTRIVE TO RUN AWAY..."

"AND THEN STOP SUDDENLY SO THAT THE ATTACKER WAS TOO CLOSE TO DEFEND HIMSELF."

"ALL THAT WAS IMPORTANT WAS THE WINNING."

STOP, I COMMAND YOU.

AND I OBEY.

AAAK!

JON HAWARD

CHECK THE TWO BACK OFFICES AND CATCH US UP.

THWAK!

HURRY UP, KENJEI.

HAI!

WE THOUGHT YOU'D GOT LOST AGAIN, KENJEI.

TRY TO KEEP UP, THIS TIME.

KENJEI. GO THAT WAY AND TRY NOT TO TRIP OVER YOUR OWN FEET!

MUSASHI WONDERS WHY HE HAD TO PICK THE WORST NINJA IN JAPAN TO IMPERSONATE.

THEN HE WONDERS WHETHER HIS IMPERSONATION WAS AS SUCCESSFUL AS HE HAD BELIEVED.

KLNGG!

KLNGG!

NEXT ISSUE: LIKE A RAT IN A TRAP!

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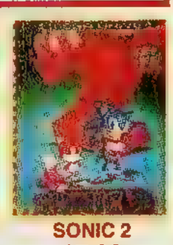
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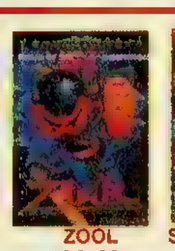
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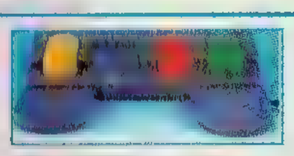
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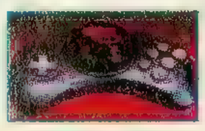
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Q Zone

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Q is for Query,
Q is for Boundary,
Enter the Q zone for hints, tips, and help with your favourite Sega games.

SONIC Q&A Special

Q: What are the most popularly requested games for hints and tips in the Q Zone?
A: Any game which features the word 'Sonic' in the title.

Sonic fans, rejoice! STC has heard your desperate cries for help and is about to unleash a serious amount of Sonic help your way. It starts this issue with a special Q Zone Q & A session, spoiler by Game Guru David Gibbon.

And that's just the beginning, as the next issue we start a major three part playing guide to the top 8-bit Sonic game, **Sonic Chaos**. The Zones, the Special Stages and the Bosses will all be revealed! Q Zone will be covering all the top Sonic games in detail in the coming months. You've never had it so good!

Q. I am having great difficulty with *Sonic 2*. Please can you offer me some cheats for the game?
Philip Faulks, Loughborough, Leics. Louise-Briony, Summerfield, Nr Boston, Lancs. Robert Gledson, Plymouth, Devon (to name but a few).

A. There's been sackfuls of mail coming in from Boomers requesting the **Sonic 2** cheats again so, stand by. Here's the complete list of cheats on all Sega formats for you lucky people:

MD

• Collecting all the Chaos Emeralds is not as hard as you may think. In fact, it's relatively simple when you know this cheat. Collect 50 rings then proceed to the bonus level. Pick up the emerald and reset your Mega Drive. Now, go to the options screen and press Start. You'll enter the game as normal, but you'll also have the emerald you collected still in tact. Just repeat this procedure seven times and you'll have all seven emeralds.

• To get a level select, go to the options screen and select the sound test. Play sounds 19, 65, 09 and 17. Now reset the machine and hold down A whilst pressing Start on the title screen. Bingo! You can now go off to any level you want.

• Want to turn Sonic into the yellow Super Sonic who moves even faster than the blue version? Thought you might. First, do the above level select cheat, then play these tunes on the level select screen: 04, 01, 02 and 06. Select your starting level and proceed to collect 50 rings. Press buttons B and C together to tranform him into Super Sonic.

• How about starting the game with 14 continues. Just go to the options screen and play the following tunes: 19, 65, 09,17, 01, 01, 02 and 04. Next, highlight Player Select and press Start. You'll now begin on level one with 14 continues.

• You can change various things around the screen by first entering the level select cheat. Next, enter the the following codes using the Sound Test option on the Level Select screen: 01, 09, 09, 02, 01, 01, 02 and 04. The more observant among you will realise that this spells out the date for 'Sonic 2sday' (1992/11/24) that memorable day **Sonic 2** was unleashed on the world.

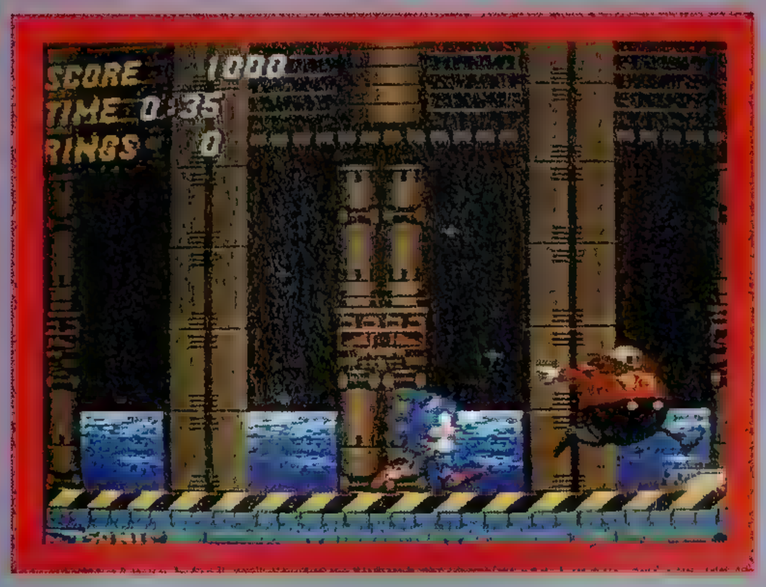
Select the stage that you want to start from and hold down A and Start. You may notice the score is scrambled, but don't worry as this won't effect the game. Pressing B will change Sonic into part of the scenery. The A button enables you to go through the objects so you may place anything from a spike to a ring on screen, whilst selecting C will place the chosen object into the game. If you want to return to the game just press B. Phew!

Q. After spending several hours on *Sonic 2* for the Mega Drive getting right up to the Death Egg Zone with loads of lives and continues, I keep getting killed off by the giant Robotnik. Is there a way of stopping this?
Lance Harding, Herne Bay, Kent. Sarah Graham, Goring-by-Sea, West Sussex. James Jennings, Co. Down, Northern Ireland.

A. This is the second most popular question STC Boomers bombard us with! It seems a lot of you have trouble with this final boss, but fear not as here comes the easy solution to end Robotnik's reign:

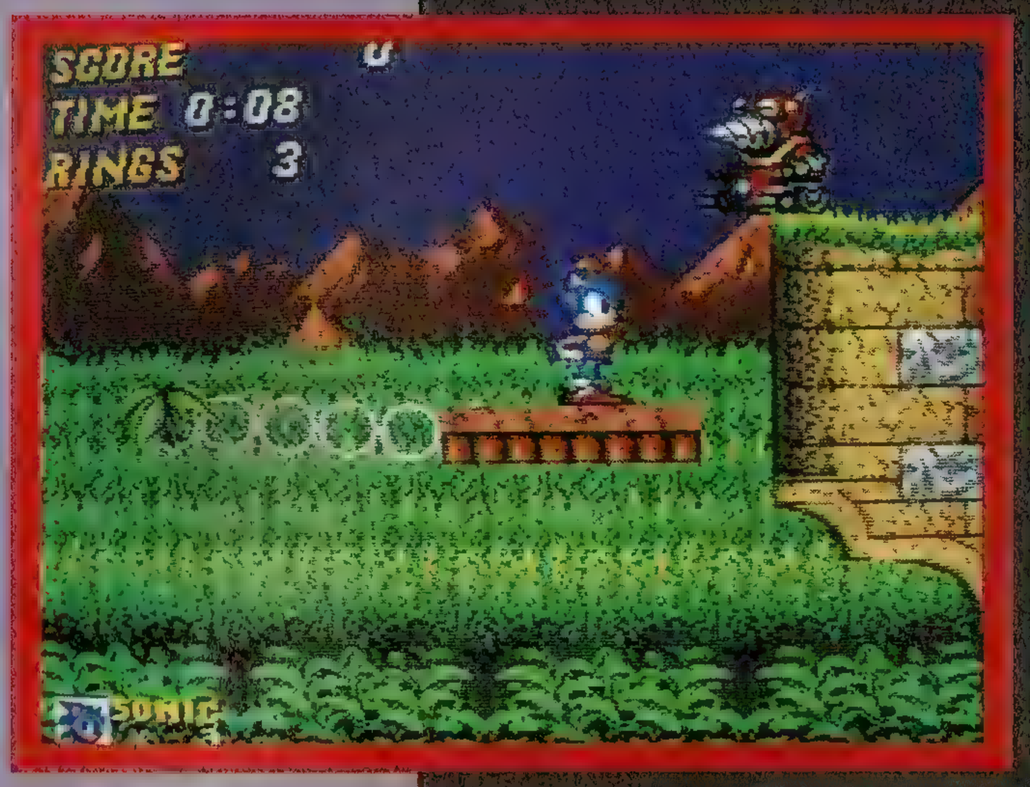
You must be extra careful on this level as there are no rings, so one hit and you're history. When Robotnik flies into the air, run to the extreme left of the screen. Wait until he locks onto you with his yellow target, and then move to the extreme right of the screen. When he lands and bends his knees, immediately jump up and hit his nose then run quickly to the extreme right. When he fires his arms at you, crouch down to prevent them hurting you. Keep repeating this and he'll eventually be destroyed.

Q. I am stuck on the Metropolis Zone on the Mega Drive version of *Sonic 2*. I keep getting killed by Doctor Robotnik. Do you



have any tips to offer me?
Luke Foxley, Cornwall.
Rachael Anderson, Bolton, Manchester.

A: The Metropolis Zone is one of the most difficult to get through. Doctor Robotnik strikes again, and here goes an explanation on how to get rid of him:



When you see Robotnik you'll notice there are spinning bubbles surrounding him. Try to time your attack so you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft above. Don't worry about the mirror images of the craft because they explode in one impact. After several hits you will have destroyed Robotnik - that is, until the next level!

• Unfortunately, there are fewer cheats for Game Gear owners compared to those with Mega Drives. However, I do have a level select for you. When a screen appears featuring both Sonic and Tails running, press Down and Left. Now, hold buttons 1, 2 and Start until the title screen appears and you hear a ringing sound. Release everything and press Start to bring up the level select option. Easy really!

• I'm afraid there's just one level select available for Master System owners too. However it will help you to discover all those levels hidden away. To activate, first make sure your machine is turned off. Plug your control pad into port 2 and press Up, Left Diagonal and buttons 1 and 2 simultaneously. Turn the console on and, keeping all of the aforementioned pressed on your joypad, wait until Sonic runs completely across the screen. Let go and plug the controller into port 1, press button 2 twice and the level select screen will appear.

Q. I own a Master System and am having trouble with the *Sonic* 2 game. When I get to Sky High Zone I can't control the hang-glider! Please tell me how it's done.
Rebecca Evans, Queens Drive, Bedford. Chris Tate, Falmouth, Devon.

A. Another popular question from STC readers. Here goes with an explanation:

The hang-glider is quite tricky to master, but once learned it's as easy as standing up. Before getting onto the hang-glider take a run-up to it first as this gives you more lift once you're in the air. Keep pressing left on the D-pad and release as this makes the glider go up, as well as slowing it down. In certain parts the wind will also give you a push making it easier to reach the next platform safely. The key to safe hang-gliding is the initial run-up. The faster the pace you're travelling at on take off, the further you'll go in the air. Also, try not to press left on the D-pad too frequently unless you're falling as this slows you down. Hope that helps?

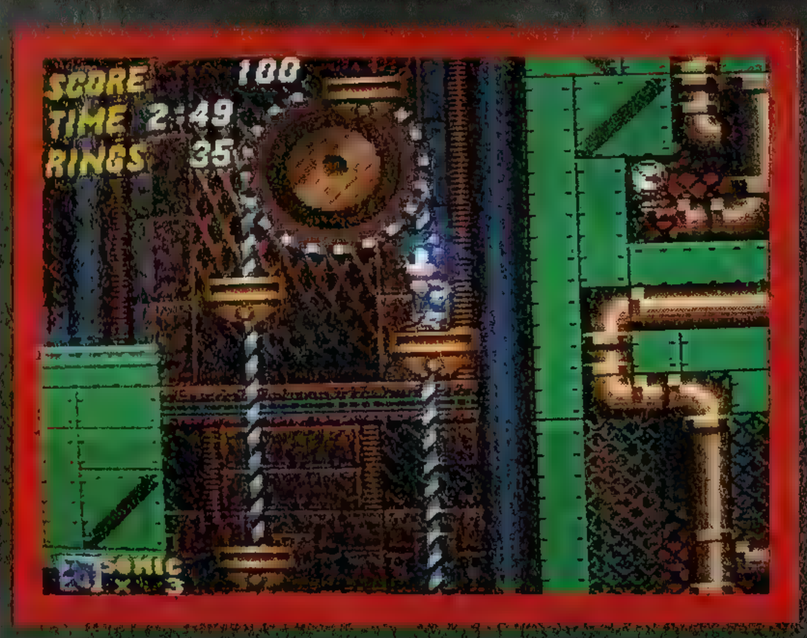
Q. I own *Sonic 1* on the Master System/Game Gear and need help in getting some of the Chaos Emeralds. How do you get the one in the Jungle Zone, Scrap Brain Zone and the Sky Base Zone?
Richard Johnson, Warwick, Warwickshire.
Jason Raybone, Lanesfield, Wolverhampton.

A. Ahh yes, the old original **Sonic** game. There's nowt like playing it again to relive those fond memories!

The emerald for the Jungle Zone can be found on Act 1. To reach it, go right until you come to a moving log across a waterfall. Jump onto the log then fall down. When you've almost reached the bottom, go left onto a small green platform. Fall from this onto a rotating log in the river, and keep the D-pad pressed left and you won't fall off! You'll eventually come to the emerald.

The emerald in the Scrap Brain Zone is slightly more difficult. It's on Act 2. Head down until you see a gap. Jump across, get into the teleporter, head left, drop off a slope and go right, stand on a button to close the door behind you, drop through the next room to the floor, walk right to a teleporter and when you reappear you'll see the emerald!

To collect the emerald on the Sky Base Zone, starting on Act 2, jump down onto a hoverboard and continue right across more hoverboards until you reach a blue ship. Jump left onto a hoverboard and left again onto a platform to pick up the emerald.



If you want to know where the emeralds are for **Sonic 2**, then check out STC 17 for all the info you require.

NEW WONDER BOY

in GHOST WORLD part 1

AFTER DEFEATING GRIMOMEN, THE DEMON LORD IN DEMON WORLD*, SHION THE WONDER BOY TRAVELS TO THE SKYROCK MOUNTAINS WHEN HE HEARS THEY ARE HAVING TROUBLE WITH STRANGE GHOSTS. AS HE NEARS THE SKYROCK MOUNTAINS HE'S ATTACKED.

BLAZES! GIANT GHOSTLY *FLYING LIZARDS?*

SKREE

SKREE

*SEE STC NO's. 2–9 — MEGADROID.

THERE'S TOO MANY OF THEM.

SCHBLOOP!

YUK! WHAT ARE THEY *MADE* OF?

SKREE

MY SHIELD!

SKREE

HOPE I'VE GOT ENOUGH MAGIC LEFT...

LET *MAGIC* APPEAR AND SPELL ME A *FIRE SWORD.*

Script: Mark Eyles **Art:** Bojan Djukac **Lettering:** Steve Potter

SHROAR

SCHLOOP

FIRST TIME I'VE SEEN GHOSTS MADE OF *JELLY!*

SHROAR

THAT MAGIC'S MADE A REAL MESS OF MY SWORD.

YOU DOWN THERE! ARE YOU *WONDER BOY?*

HEY! WATCH OUT!

GAH! STUPID BIRD! NEXT TIME YOU DROP ME, IT'S THE COOKING POT FOR YOU!

SCRAWK!

LET ME HELP YOU.

I DON'T NEED YOUR HELP. I'M NOT *THAT* OLD, SONNY.

NOW ARE YOU *WONDER BOY?* 'CAUSE IF YOU ARE, GET INTO THE *BASKET.*

THE NAME'S *SHION!*

WHO ARE YOU, OLD WOMAN?

CALL ME OLD WOMAN AGAIN AND I'LL FILL YOU IN, SONNY. I'M *LUKOUT* AND I'M A *COSMOLOGIST*, SO DON'T MESS WITH ME. STAR GAZERS ARE A *TOUGH* BREED!

HEARD YOU WERE HEADING THIS WAY. I'VE BEEN WAITING FOR YOU. HURRY UP AND GET IN.

SPECTACULAR, ISN'T IT? BEHIND US *MONSTER WORLD* FLOATS LIKE A GIANT *PLATE* IN THE VOID. IN FRONT OF US ARE THE FLOATING *SKYROCK MOUNTAINS* WHICH WERE BROKEN FROM THE RIM OF MONSTER WORLD BY AN ANCIENT CATASTROPHE.

VERY COSMIC, LUKOUT. THANKS FOR THE LESSON, BUT ARE YOU SURE THIS BASKET'S SAFE?

BY THE WAY, ARE THERE ANY MORE OF THOSE JELLIFIED GHOSTS AROUND?

THAT'S NOT JELLY, THAT'S *ECTOPLASM*. IT'S WHAT GHOSTS ARE MADE OF.

THERE ARE *LOADS* OF GHOSTS AROUND. IF THERE WEREN'T WE WOULDN'T NEED YOUR HELP, WOULD WE?

"DINOSAUR GHOSTS HAVE BEEN RAMPAGING ALL OVER OUR SKYROCK MOUNTAINS FOR SOME TIME.

IT'S LUCKY US COSMOLOGISTS HAD THE GOOD SENSE TO SEND FOR HELP.

GUESS I'D BETTER SHOW YOU WHERE THE DINOSAUR GHOSTS ARE COMING FROM.

"APART FROM US COSMOLOGISTS, THERE ARE ONLY PHILOSOPHERS AND POETS LIVING HERE AND THEY'D RATHER NOT FIGHT."

THAT'S *THE LIGHT TOWER*, MY HOME.

IT STOPS TRAVELLERS FROM THE VOID CRASHING INTO THE SKYROCK MOUNTAINS.

WHAT'S THAT BEAM OF COLOURED LIGHT FOR?

OOF! SORRY ABOUT THE LANDING. DON'T KNOW WHY I PUT UP WITH THAT GOOFY BIRD!

SO WHERE *ARE* THESE DINOSAUR GHOSTS COMING FROM?

FOLLOW ME.

THIS WAY. DON'T DAWDLE, SHION.

WHAT HAVE I GOT MYSELF INTO?

MOMENTS LATER, ON A LEDGE BELOW THE MOUNTAIN.

SEE THOSE STEPS? THAT'S WHERE THEY'RE COMING FROM!

HEY! THERE'S ONE BEHIND US!

GET BACK, LUKOUT.

PREPARE TO FEEL THE BITE OF MY SWORD, DINOSAUR.

ROOAARR

LOOKS LIKE THERE'S NOT MUCH SWORD LEFT TO FEEL! MAYBE YOU CAN PERSUADE IT TO BECOME A VEGETARIAN!

NEXT ISSUE : INTO THE GHOST WORLD!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

If You Ever Go Across...

Dear STC,

I have heard of the Sega buses travelling around the British Isles but I haven't heard of any in Northern Ireland. Do Sega plan to bring their buses over here because there are lots of Sega owners who would like to see the? If there are already arrangements for this, could you tell me where and when they will be coming over?

Carl Wright, Co. Tyrone, N. Ireland.
MD owner.
Sonic Water Fun Game Winner.

Unfortunately, Carl, as this issue was going to press the Sega bus programme for 1994 hadn't been finalised. However, STC will bring you details as soon as possible.

A SERIOUS SONIC FAN
Louise Cooper, London Colney, Herts.
Sonic Water Fun Game Winner.

Sonic 3 for Ms/Gg?

Dear STC,

Can you tell me when *Sonic the Hedgehog 3* is coming out for the Master System?

David Walton, Colwyn Bay, Clwyd.
MD & MS owner.
Sonic Water Fun Game Winner.

Our pals at Sega aren't saying anything about Sonic's next appearances - 8-bit or 16-bit, David. However, they did hint that Sonic fans would have something to smile about later this year.

Info Seeker

Dear STC,

I would like to suggest a few ideas for the future:-

1. When will it be possible to order back issues of STC?
2. Cards were previewed back in issue 3 - could you offer these for free gifts?
3. Why don't you print cheats and profiles on one page side and a poster on the other.
4. Why not put more than 36 pages in each issue?

Chris Candler, Allesley Park, Coventry.
Sonic Water Fun Game Winner.

1. You can order back issues of STC from the very next issue, Chris. Aren't you excited?

2. The Sega cards in STC 3 were not produced by us. However, watch out for your free ***Eternal Champions*** *stickers also in the next issue (they're from the same company that made the cards).*

3. If it's posters you want check out ***Sonic The Poster Mag****, issue 3 now on sale.*

4. Good idea, I'll just suggest it to the humes-who-think-they're in charge. What? No, it wasn't my idea! Wait - what are you doing with that spanner? Hey, humes, I know how busy you are already. No...stop!

Wonder-ing

Dear STC,

When is **Wonder Boy** returning to STC? Please let me know because I am looking forward to the next story.

Aaron Turner, Ferryhill, Co. Durham.
MD owner.
Sonic Water Fun Game Winner.

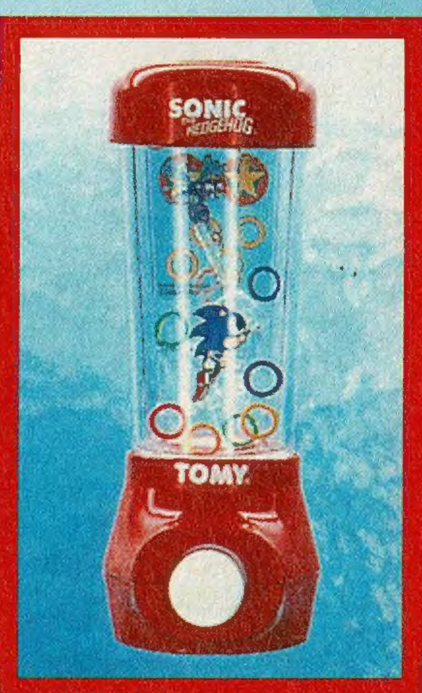
Wonder Boy? *Coming back? No, I don't think so - wait, what's that new story at the back of this issue?*

THE HILL ZONE GANG
Keith Webb, Stoughton Lane, Leicester.
MD, GG, MS owner.
Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE!

YET ANOTHER

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A free starter set of Panini's new Eternal Champions sticker collection plus a chance to win complete sets and albums

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SONIC

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ETERNAL CHAMPIONS

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AND!

SHINOBI

WONDER BOY

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

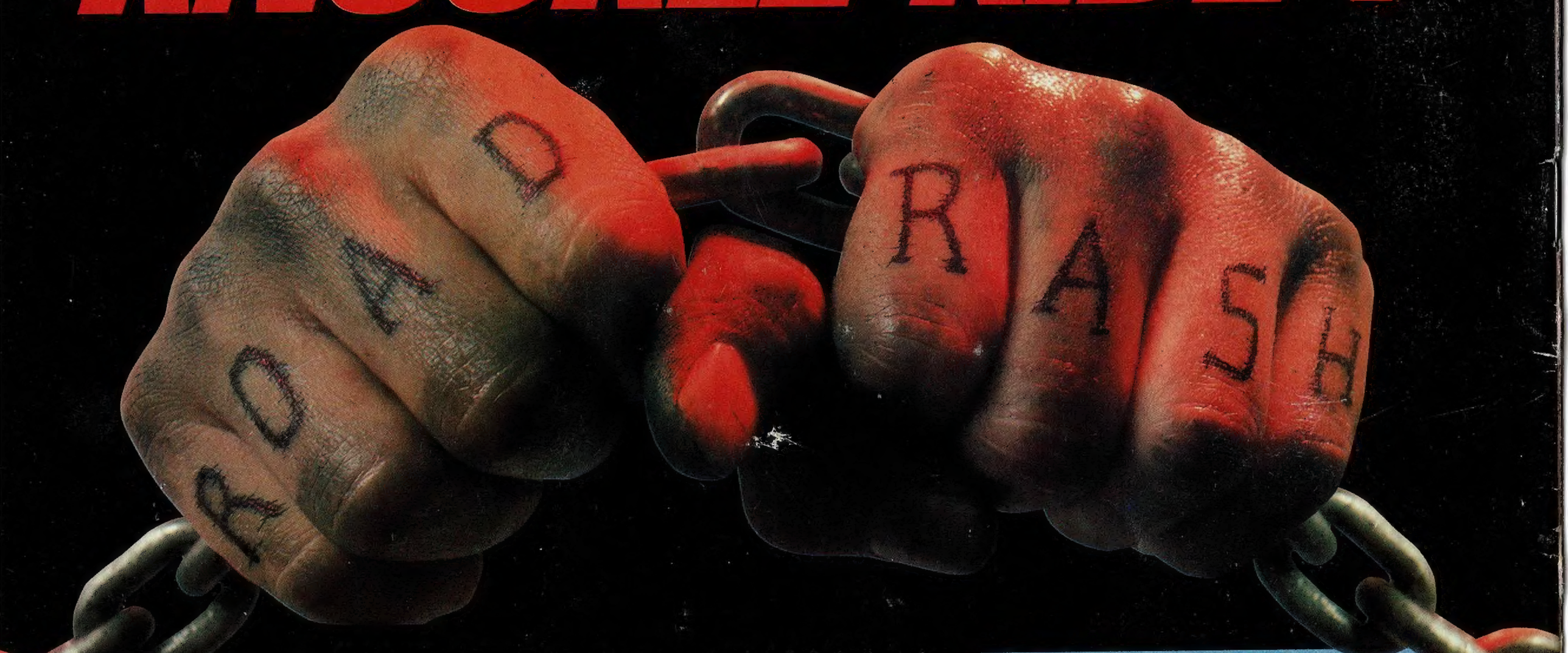
2.....

3.....

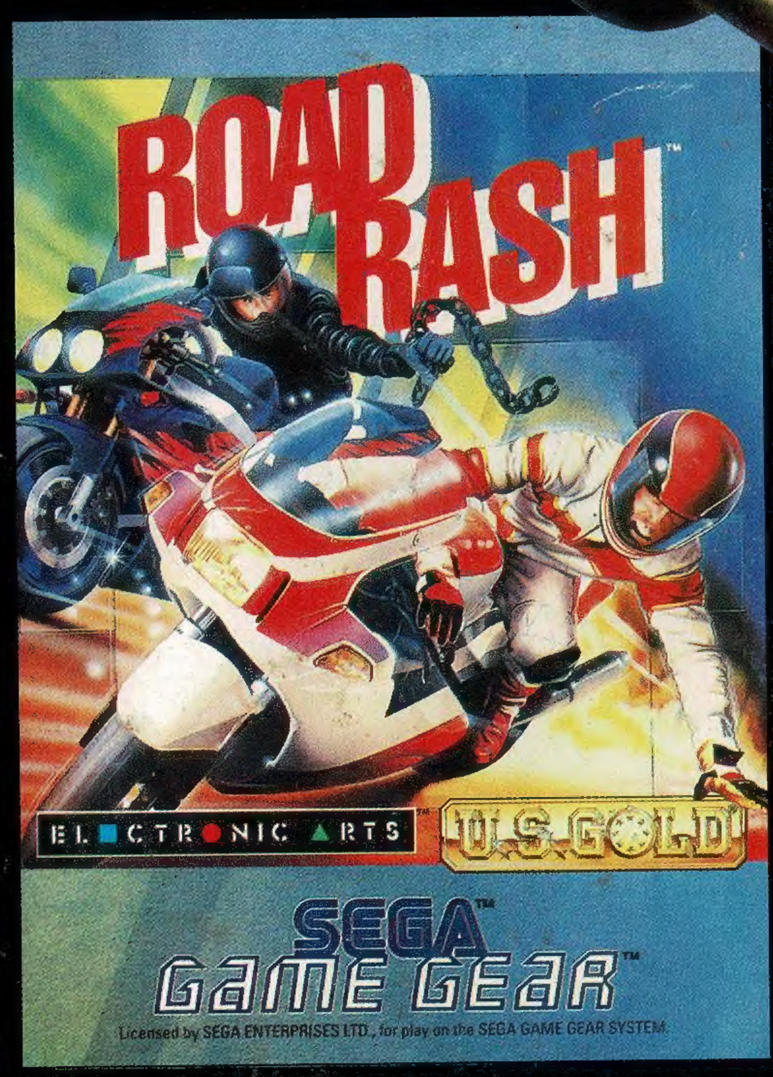
HOW DO YOU RATE ISSUE 22 OF STC?

☐ %

THE...WHITE KNUCKLE RIDE!



Take the HOTTEST bike sim ever... toss-in a lethal off-road race track... add enough hard-hitting action to satisfy the bloodthirstiest gamer... then trash the rule book. What've you got? Violence at 150 m.p.h. It's you against 16 psychos on superbikes in a race to the grave. These 'Rashers' are out to kick, punch, club and hack you to bits. (That's when they're being nice.) You? Your practising a few moves of your own - to leave these guys spread across the track. First past the post gets the DOSH to buy a meaner machine. RASHERS **Do some damage, get some speed.**



SEGA™

Master System

Game Gear

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